

SYSTEM AND METHOD FOR GENERATING AN ANIMATABLE CHARACTER

ABSTRACT OF THE DISCLOSURE

A system and method are disclosed for generating an animatable object. A
5 skeleton of the desired character is constructed by the user utilizing various
predetermined components. These predetermined components include a various
selection of rods and joints. The rods are static components which remain rigid
during motion, while the various joints are moveable components. A static digitized
image, for example, an image of the user, is utilized and a constructed skeleton is
10 superimposed onto it. The desired object, such as the image of the user, can then be
extracted from the background of the digital image and the resulting personal
character can then be animated, for instance by selecting and dragging one of the
hands with a mouse.